Press Kit text

Sony Computer Entertainment Europe is pleased to announce the summer release of *Ape Escape*, a ground-breaking new character-based action/adventure title, available exclusively for the PlayStation game console. Developed by Sony Computer Entertainment, Inc., *Ape Escape* is the world's first game designed **solely** for use with the Analog Controller (DUAL SHOCK).

In *Ape Escape,* Specter and his band of apes have invaded the professor's laboratory at the zoo, stolen intelligence-enhancing helmets and activated the time machine to transport themselves back in time, in an attempt to make monkeys the new rulers of the world. Players take the role of Spike, a fearless young boy, who arrives at the lab with his friend, Jake, just as Specter and his monkey minions are being transported back in time. Now it is up to Spike to capture all of the monkeys and save the world!

PlayStation is renowned for offering consumers the most original and advanced gameplay experience in videogame entertainment. In *Ape Escape,* players are challenged to use both Controller sticks to guide an array of gadgets separately from controlling the character. This unique feature brings a fresh new element to the PlayStation gaming experience, going where no game has gone before.

> It's another ground breaking platform game! . . Even without the innovative control it's a cool looking game. With it, there's nobody going to walk away unimpressed.
> - Computer and Video Games, June 1999

> Ape Escape is a super cute, fairground of colour, movement and excitement - yet it retains enough trickiness to involve the more mature gamer. It deserves to be huge and most probably will be.
> - Official UK PlayStation Magazine, June 1999

> Behold! This is going to be one of the greatest games of the year.
> - PlayStation Max, June 1999

The Story So Far...

The Professor has worked for many years to discover the secret of Time Travel and now he is close to achieving his goal with his latest invention 'The Time Station.' Two boys, Spike and Buzz, come to visit the Professor in the hope that he'll let them be the first ever Time Travellers, but when they arrive at his laboratory they find him and his granddaughter, Katie, tied up and the room filled with hundreds of monkeys on the rampage.

Some time earlier, a monkey called Specter escaped from the zoo and stumbled across another of the Professor's old inventions, the 'Peak Point Helmet'. It's a device used to harness the mind and increases its capacity, in short, it makes the wearer really intelligent. This might have worked on a human, but used on a monkey it proved disastrous, changing Specter from a sweet, mischievous animal, to a power-mad monster, who has set his mind on ruling the world. The first thing Specter did was

release all the other monkeys, then he and his ape army lay siege to the Professor's laboratory, tying up him and Katie.

Spike and Buzz arrive just as Specter's monkeys follow him into the Time Station. The two boys get caught in the blast from the Time Station and are dragged into the Time Vortex. Eventually, the Professor and Katie struggle free and manage to trace Spike - he's trapped in the Prehistoric era!

If Specter and his monkeys aren't stopped, the monkeys will make themselves the dominant species and history will be changed forever. Alone, and a million years away from home, Spike must help the Professor capture all the monkeys and stop Specter from taking over the World!

Stop Those Apes!!

Ape Escape leads players into a new territory in 3D platform gaming. Gamers must use their dexterity by using both controller sticks to simultaneously manoeuvre through the game and control their gadgets and vehicles. The Controller operations change, depending on the activity of the lead character, Spike: if he's exploring, the left stick controls his movement and the right stick controls his arsenal of unique gadgets, including: a Stun Club, Time Net, Sky Flyer (propeller), Slingback Shooter (slingshot), Super Hoop (hula hoop-style gadget), Monkey Radar, a Remote Control Car and Water Net.

Players will have enormous fun just playing with each of the unique tools, as well as learning how best to use them to complete tasks and solve the many puzzles they'll encounter.

With over twenty true 3D environments to enjoy and with a depth of interaction like no other title, *Ape Escape* is an astounding experience, an immersive adventure like no other!

Key Features:

- The first game ever to be designed solely for the Analog Controller (DUAL SHOCK).
- More than 20 complete 3D levels (across 8 Worlds) set in a variety of environments throughout time: prehistoric jungles, snowy pistes, fairgrounds, tropical beaches, caves, futuristic and more!
- Training rooms to help players learn how to use each of the Professor's unique inventions to their best advantage
- Hoards of madcap monkey animations: They run, they dance, operate machinery, and even relax with Tai Chi! Each monkey has its own individual name, personality and skill levels, some are slow and stupid, some alert and able to make a quick get-away!
- 3 bonus Mini Games including 2-player games and loads of secret levels.
- Tonnes of gadgets and tools to collect throughout the game, all designed to maximise the versatility of the Analog Controller (DUAL SHOCK).

- Highly intuitive control system suitable for first-time players and children as well as advanced gamers.

- Superb implementation of the Analog Controller (DUAL SHOCK)'s vibration function, drawing players into a fully-realised new Universe.

- Success on each level is achieved through the completion of both immediate and long-term goals. Players can work their way through the game to collect all their gadgets and then travel back to fully-complete each level.

THE WORLD'S FIRST DUAL SHOCK-ONLY GAME!

Ape Escape is a game truly like no other, it is the first game designed **solely** for use with the Analog Controller (DUAL SHOCK) making the best use so far of this essential peripheral using both the analog sticks and the L3 and R3 buttons as well as the standard Controller buttons.

In March of this year, Sony Computer Entertainment Europe launched a new range of coloured DUAL SHOCK Controllers. The traditional Grey model was joined by Diamond Black, Emerald (Green), Island Blue and Crystal variants. All five colours have the precision analog control and the built-in DUAL SHOCK vibration feature, that have made this peripheral the best-selling vibration, analog controller in the world.

The new colour versions all offer the guaranteed compatibility and favoured ergonomics of the original DUAL SHOCK from Sony, with the translucent Blue, Emerald and Crystal versions even allowing you to see inside the controller. These new controllers follow last year’s successful launch of SCEE’s coloured Memory Card range, which proved immensely popular with consumers, offering them greater personal choice.